WCESDEM
ROC.BANK2
PROM #5

```
*  ROC BANK2   LASTED:12/29/83
* MAIN FILE FOR ROC N' ROPE BANK2
*    MOSTLY SCREEN PAINTING
*******************************
BOTVI        =      $E024
BEGORG       =      $F000
BEGOBJ       =      $8004
             LST    ON
*******************************
*      E  Q  U  A  T  E  S    *
*******************************
             PUT    VCSDEF
             PAG
             PUT    ROC.EQU
                                ;
*******************************
*   M I C E   V E C T O R S   *
*******************************
             ORG    BEGORG-4
             DA     BEGORG      ;START ADDR.
             DA     END         ;END ADDR.
*******************************
*   BANK SWITCH CODE-->       *
*******************************
                                ;
* COME HERE FROM BANK1->
*------------------------------
             NOP
             NOP
             NOP
             JMP    PAINT       ;PAINT CLIFFS.
             NOP
                                ;
* GO BACK TO BANK1->
*------------------------------
BVISW
             LDA    $FFF8
             JMP    BOTVI
             NOP
                                ;
* SWITCH TO BANK1 INIT RTN->
*------------------------------
INITSW
             NOP
             LDA    $FFF8
             PAG
*******************************
*   I M A G E   T A B L E S   *
*******************************
             PUT    ROC.ROC.IMG
             PAG
*******************************
* ELEV/WATERFALL/ROPE IMAGES  *
*******************************
             OBJ    BEGOBJ+$600
             ORG    BEGORG+$600
             PUT    ROC.MISC.IMG
             PAG
*******************************
*  D I N O   I M A G E S-->   *
*******************************
             OBJ    BEGOBJ+$700
```

```
        ORG   BEGORG+$700
        PUT   ROC.DINO.IMG
        PAG
********************************
* C A V E M A N   IMAGES-->    *
********************************
        OBJ   BEGOBJ+$800
        ORG   BEGORG+$800
        PUT   ROC.CAVE.IMG
        PAG
********************************
* E X P L O R E R  IMAGES-->   *
********************************
        OBJ   BEGOBJ+$900
        ORG   BEGORG+$900
        PUT   ROC.EXP.IMG
        PAG
********************************
*   FIELD DATA (CLIFFS)        *
********************************
        OBJ   BEGOBJ+$A00
        ORG   BEGORG+$A00
        PUT   ROC.FLD.1
        PAG
        OBJ   BEGOBJ+$B00
        ORG   BEGORG+$B00
        PUT   ROC.FLD.2
        PAG
        OBJ   BEGOBJ+$C00
        ORG   BEGORG+$C00
        PUT   ROC.FLD.COL
        PAG
********************************
*    PAINT THE CLIFFS          *
********************************
        OBJ   BEGOBJ+$D00
        ORG   BEGORG+$D00
        PUT   ROC.PAINT
        PAG
        OBJ   BEGOBJ+$F10
        ORG   BEGORG+$F10
        PUT   ROC.POS     RTNS
        PAG
********************************
*       RESET   VECTOR         *
********************************
        OBJ   BEGOBJ+$FFC
        ORG   BEGORG+$FFC
        DA    INITSW
END

:ASM
*/ ROC.BANK2  LASTED:12/29/83
* MAIN FILE FOR ROC N ROPE BANK2
*   MOSTLY SCREEN PAINTING
********************************
BOTVI     =     $E024
BEGORG    =     $F000
BEGOBJ    =     $8004
********************************
*       E  Q  U  A  T  E  S    *
********************************
              PUT   VCSDEF
*FILE: VCSDEF
*ATARI VCS VIDEO REGS + 6532 RIOT
********************************
```

```
ATSYNC  =  $00
ATBLNK  =  $01
ATWAIT  =  $02
ATHORC  =  $03
ATACTL  =  $04
ATBCTL  =  $05
ATACOL  =  $06
ATBCOL  =  $07
ATFCOL  =  $08
ATSCOL  =  $09
ATFCTL  =  $0A
ATAORD  =  $0B
ATBORD  =  $0C
ATFR0   =  $0D
ATFR1   =  $0E
ATFR2   =  $0F
ATSALA  =  $10
ATSBLA  =  $11
ATMALA  =  $12
ATMBLA  =  $13
ATFMLA  =  $14
ATAWAV  =  $15
ATBWAV  =  $16
ATADIV  =  $17
ATBDIV  =  $18
ATAVOL  =  $19
ATBVOL  =  $1A
ATADAT  =  $1B
ATBDAT  =  $1C
ATENMA  =  $1D
ATENMB  =  $1E
ATENFM  =  $1F
ATSAIN  =  $20
ATSBIN  =  $21
ATMAIN  =  $22
ATMBIN  =  $23
ATFMIN  =  $24
ATASEL  =  $25
ATBSEL  =  $26
ATFSEL  =  $27
ATMATK  =  $28
ATMBTK  =  $29
ATMVIN  =  $2A
ATREMV  =  $2B
ATRHIT  =  $2C
ATCMAS  =  $30
ATCMBS  =  $31
ATCSAF  =  $32
ATCSBF  =  $33
ATCMAF  =  $34
ATCMBF  =  $35
ATCFF   =  $36
ATCMS   =  $37
ATPADA  =  $38
ATPADB  =  $39
ATPADC  =  $3A
ATPADD  =  $3B
ATJBA   =  $3C
ATJBB   =  $3D
JOYDAT  =  $280
JOYBUP  =  $01
JOYBDN  =  $02
JOYBLT  =  $04
JOYBRT  =  $08
JOYAUP  =  $10
JOYADN  =  $20
```

```
JOYALT   =   $40
JOYART   =   $80
PADAPB   =   $04
PADBPB   =   $08
PADCPB   =   $40
PADDPB   =   $80
IOADIR   =   $281
SWITCH   =   $282
SWIRES   =   $01
SWISEL   =   $02
SWICOL   =   $08
SWIADF   =   $40
SWIBDF   =   $80
IOBDIR   =   $283
TIMER    =   $284
INTFLG   =   $285
TIME1    =   $294
TIME8    =   $295
TIME64   =   $296
TIME1K   =   $297
```

```
14          PUT  ROC.EQU
*/ROC N ROPE EQU-LASTED 12.21.83
                                 ;
*******************************
*    GAME CONTROL RAM         *
*******************************
GAME      =     $80          ;GAME NUM
PLAYER    =     $80          ;B7=PLAYER UP.
MODE      =     $81          ;GAME MODE.
ROUND1    =     $82          ;RND NUM PLAYER 1.
*ROUND2 = $83 ;RND NUM PLAYER 2.
TOGO      =     $84          ;B0-B3=TOGO PLAYER 1.
                             ;B4-B7=TOGO PLAYER 2.
FRAMEL    =     $85
FRAMEH    =     $86
BTIME     =     $87          ;BUTTON DOWN TIMER.
                             ;
*******************************
*       SCORE  DATA           *
*******************************
SCOR1L    =     $88          ;PLAYER 1 SCORE LO.
*SCOR2L = $89
SCOR1M    =     $8A          ;PLAYER 1 SCORE MED.
*SCOR2M = $8B
SCOR1H    =     $8C          ;PLAYER 1 SCORE HI.
*SCOR2H = $8D
                             ;
*******************************
*   B O N U S   P O I N T S   *
*******************************
BONUSL    =     $8E
BONUSH    =     $8F
                             ;
                             ;
*******************************
*       SOUND  DATA           *
*******************************
AIDX      =     $90
BIDX      =     $91
ADUR      =     $92
BDUR      =     $93
                             ;
*******************************
*  E X P L O R E R   R A M    *
*******************************
EXPLN     =     $94          ;V POS.
EXPPOS    =     $95          ;H POS.
EXPDAT    =     $96          ;DATA PTR.
EXPSTAT   =     $97          ;EXP STATUS.
                             ;GOING UP ROPE.
                             ;CLIMBING DOWN ROPE.
                             ;CLIMBING DOWN ICICLE.
                             ;DOING DEATH DANCE.
                             ;B7=0=FLASH LIGHT ON.
                             ;B4=1=FALLING.
                             ;B3= EXP DIRECTION.
                             ;B0-B2=TIME TO LV LITE ON.
*******************************
*  D I N O / CAVEMAN  R A M (5)*
*******************************
DINLN     =     $98          ;V POS.
DINPOS    =     $9D          ;H POS.
DINDAT    =     $A2          ;IMG PTR.
DINOST    =     $A7          ;DINO STATUS->
DINDIR    =     $A7          ;DIRECTION/SPD.
```

```
                                        ;B4-B5=DIR(UDLR).
                                        ;B3=ORD BIT.
                                        ;B0-B2=COUNTDOWN FOR
                                        ; STUNNED BY LIGHT.
                                        ;0=NOT STUNNED.
                                        ;
                                        ;
                                        ;
*******************************
*  E G G / F E A T H E R   RAM *
*******************************
EGGPOS     =     $B1                    ;ON/OFF
                                        ;B0-B3=RT SIDE BAND0-BAND3 EGGS
                                        ;B4-B7=LFT SIDE BAND0-BAND3 EGGS.
PWRTIM     =     $B2                    ;INVINCIBLE TIMER.
                                        ;0=NOT INVINCIBLE.
                                        ;
*******************************
*  ELEVATOR/WATERFALL   RAM    *
*******************************
ELEVST     =     $B3                    ;ON/OFF
                                        ;DIR (UP/DOWN)
                                        ;V POS.
ELEVDAT    =     $B4                    ;IMG PTR.
                                        ;
*******************************
*  R O P E   R A M             *
*******************************
ROPELN     =     $B5                    ;TOP LN.
                                        ;B0-B3 = LN OFFSET/2.
                                        ;B5-B7 = BAND.
ROPPOS     =     $B6                    ;ROPE H POS.
                                        ;
ROPEST     =     $B7                    ;ROPE STATUS:
                                        ;B6-B7=MODE:
                                        ;$00=OFF
                                        ;$C0=ANK (PLANTED)
                                        ;$80=FULL (RETRACTING)
                                        ;$40=PUSH (SHOOTING)
                                        ;B3=ORD VAL.
                                        ;B0=1=EXP IS ON ROPE.
*******************************
*    PTERODACTYL  RAM          *
*******************************
BIRDPOS    =     $B8                    ;HPOS.
TERIST     =     $B9                    ;STATUS.
ROCKLN     =     $BA                    ;VPOS.
ROCKPOS    =     $BB                    ;HPOS.
                                        ;
```

```
********************************
*  D I S P L A Y   R A M       *
********************************
                                 ;SA ORD (B3).
                                 ;ORD+AINC ARE PACKED.
AORD     =     $BC               ;(5)
                                 ;SA INCR (B4-B7)
SAIN     =     $BC               ;(5)
ACOL     =     $C1               ;(5)
                                 ;
ADATHI   =     $C6               ;(5)
ADATLO   =     $CB               ;(5)
ADAT     =     $CF               ;(ADAT)=$CF+$D0.
                                 ;
BDATLO   =     $D1               ;(5)
BDAT     =     $D5               ;(BDAT)=$D5+$D6.
                                 ;
BCOLLO   =     $D7               ;(5)
BCOL     =     $DB               ;(BCOL)=$DB+$DC
                                 ;
FMLO     =     $DD               ;(5)
FM       =     $E1               ;(FM)=$E1+$E2.
                                 ;
MALO     =     $E3               ;(5)
MA       =     $E7               ;(MA)=$E7+$E8.
                                 ;
MBLO     =     $E9               ;(5)
MB       =     $ED               ;(MB)=$ED+$EE.
                                 ;
********************************
*  SA POS RTN ADDRESSES        *
********************************
SAPOS4   =     $F6               ;BAND 4.(TOP).
SAPOS3   =     $F8               ;     3.
SAPOS2   =     $FA               ;     2.
SAPOS1   =     $FC               ;     1.
SAPOS0   =     $FE               ;     0.
                                 ;
********************************
*    T E M P    R A M          *
********************************
                                 ;
TEMP11   =     $E8
TEMP12   =     $E9
TEMP13   =     $EA
TEMP4    =     $F4
TEMP5    =     $F5
TEMP6    =     $F6
TEMP7    =     $F7
TEMP8    =     $F8
                                 ;
BAND     =     $EF
TEMP1    =     $EF
TEMP2    =     $F0
TEMP3    =     $F1
                                 ;
PD100K   =     $F2
PD10K    =     $F4
PD1K     =     $F6
PD100    =     $F8
PD10     =     $FA
PD1      =     $FC
                                 ;
```

```
                 ******************************
                 *     E Q U A T E S          *
                 ******************************
                                               ;
                 * TIMER VALUES *
                 ****************
                 TOPTIM     =     $A8
                 BOTTIM     =     $94
                                               ;
                 * COLORS *
                 **********
                 BLACK      =     0
                 WHITE      =     $0E
                 RED        =     $26
                 YELLOW     =     $1A
                 GREEN      =     $D4
                 ORANGE     =     $28
                 LBLUE      =     $94
                 BLUE       =     $9A
                 PURPLE     =     $68
                 BROWN      =     $F6
                 LBROWN     =     $18
                 TAN        =     $FC
                                               ;
                 * GAME MODES *
                 **************
                 PLAY       =     $01
                 TITLEM     =     $02
                 GOVER      =     $03
                 SELECT     =     $04
                                               ;
                 RESUM      =     $05
                                               ;
                 ******************************
                 *   M I C E   V E C T O R S  *
                 ******************************
                          ORG   BEGORG-4
EFFC: 00 F0               DA    BEGORG         ;START ADDR.
EFFE: FE FF               DA    END            ;END ADDR.
                 ******************************
                 *   BANK SWITCH CODE-->      *
                 ******************************
                                               ;
                 * COME HERE FROM BANK1->
                 *----------------------------
F000: EA                  NOP
F001: EA                  NOP
F002: EA                  NOP
F003: 4C 00 FD            JMP   PAINT          ;PAINT CLIFFS.
F006: EA                  NOP
                                               ;
                 * GO BACK TO BANK1->
                 *----------------------------
                 BVISW
F007: AD F8 FF            LDA   $FFF8
F00A: 4C 24 E0            JMP   BOTVI
F00D: EA                  NOP
                                               ;
                 * SWITCH TO BANK1 INIT RTN->
                 *----------------------------
                 INITSW
F00E: EA                  NOP
F00F: AD F8 FF            LDA   $FFF8
```

```
                ********************************
                *   I M A G E   T A B L E S    *
                ********************************
                            PUT  ROC.ROC.IMG
                * ROC.ROC.IMG  LASTED 12/02/83
                ********************************
                                              ;
                ROC
F012: 00 0C 0E
F015: 1F 1F                 DFB  0,$0C,$0E,$1F,$1F
F017: 3F 7F 5F
F01A: 4E                    DFB  $3F,$7F,$5F,$4E
F01B: 44 0D CE
F01E: 7D                    DFB  $44,$0D,$CE,$7D
F01F: 2E 3D 1A              DFB  $2E,$3D,$1A
                                              ;
                ROCCTL
F022: 05 05 05
F025: 05 05                 DFB  5,5,5,5,5
F027: 05 05 05
F02A: 05                    DFB  5,5,5,5
F02B: 05 00 00
F02E: 00                    DFB  5,0,0,0
F02F: 00 00 00              DFB  0,0,0
                TAIL1
F032: 00                    DFB  0
                TAIL2
F033: 00 00 09
F036: 9F E0                 DFB  0,0,$09,$9F,$E0
F038: 1C C3 30
F03B: 0C                    DFB  $1C,$C3,$30,$0C
F03C: 03 00 00
F03F: 00 00 00
F042: 00                    DFB  $03,0,0,0,0,0,0
                                              ;
                TAILCOL1
F043: 1C D8 3E              DFB  $1C,$D8,$3E
                TAILCOL2
F046: 1C 34                 DFB  $1C,$34
F048: 7A C6 A8
F04B: 14 D8                 DFB  $7A,$C6,$A8,$14,$D8
F04D: 1C 04 58
F050: 6A 86                 DFB  $1C,$04,$58,$6A,$86
F052: 2A 96                 DFB  $2A,$96
```

```
                ********************************
                * ELEV/WATERFALL/ROPE IMAGES   *
                ********************************
                         OBJ   BEGOBJ+$600
                         ORG   BEGORG+$600
                         PUT   ROC.MISC.IMG
                */ROC.MISC.IMG  LASTED:12/13/83
                                         ;
                MISC
                WHITETB
F600: 0E 0E 0E
F603: 0E                 DFB   $0E,$0E,$0E,$0E
F604: 0E 0E 0E
F607: 0E                 DFB   $0E,$0E,$0E,$0E
F608: 0E 0E 0E
F60B: 0E                 DFB   $0E,$0E,$0E,$0E
F60C: 0E 0E 0E
F60F: 0E                 DFB   $0E,$0E,$0E,$0E
F610: 0E 0E 0E
F613: 0E                 DFB   $0E,$0E,$0E,$0E
F614: 0E 0E 0E
F617: 0E                 DFB   $0E,$0E,$0E,$0E
F618: 0E 0E 0E
F61B: 0E                 DFB   $0E,$0E,$0E,$0E
                EXPCOL
F61C: 0E                 DFB   $0E
F61D: 68 68 68
F620: 68                 DFB   $68,$68,$68,$68
F621: 68 68 86
F624: 88                 DFB   $68,$68,$86,$88
F625: 88 88 0E
F628: 0E                 DFB   $88,$88,$0E,$0E
F629: 0E 88 88
F62C: 88                 DFB   $0E,$88,$88,$88
                YELOTB
F62D: 1E 1E 1E
F630: 1E                 DFB   $1E,$1E,$1E,$1E
F631: 1E 1E 1E
F634: 1E                 DFB   $1E,$1E,$1E,$1E
F635: 1E 1E 1E
F638: 1E                 DFB   $1E,$1E,$1E,$1E
F639: 1E 1E 1E
F63C: 1E                 DFB   $1E,$1E,$1E,$1E
F63D: 1E 1E 1E
F640: 1E                 DFB   $1E,$1E,$1E,$1E
F641: 1E 1E 1E
F644: 1E                 DFB   $1E,$1E,$1E,$1E
F645: 1E 1E 1E
F648: 1E                 DFB   $1E,$1E,$1E,$1E
                                         ;
                                         ;
                REDTBL
F649: 26 26 26
F64C: 26                 DFB   RED,RED,RED,RED
F64D: 26 26 26
F650: 26                 DFB   RED,RED,RED,RED
F651: 26 26 26
F654: 26                 DFB   RED,RED,RED,RED
F655: 26 26 26
F658: 26                 DFB   RED,RED,RED,RED
F659: 26 26 26
F65C: 26                 DFB   RED,RED,RED,RED
F65D: 26 26 26
F660: 26                 DFB   RED,RED,RED,RED
F661: 26 26 26
```

use other misc.img for correct Rope Plant Img

```
F664: 26                       DFB  RED,RED,RED,RED
                                              ;
                                              ;
                     *  ROPE PLANTED W/POST IMG->
                     ROPE2
F665: 00 00 00
F668: 02                       DFB  0,0,0,2
F669: 02 02 02
F66C: 02                       DFB  $02,$02,$02,$02
                     *  ROPE SHOOTING IMG-->
                     ROPE1
F66D: 22 E2 22
F670: E2                       DFB  $22,$E2,$22,$E2
F671: 22 E2 22
F674: E2                       DFB  $22,$E2,$22,$E2
F675: 22 E2 22
F678: E2                       DFB  $22,$E2,$22,$E2
F679: 22 E2 22
F67C: E2                       DFB  $22,$E2,$22,$E2
F67D: 22 E2 22
F680: E2                       DFB  $22,$E2,$22,$E2
F681: 22 E2 20
F684: E0                       DFB  $22,$E2,$20,$E0
F685: 20 E0 20
F688: E0                       DFB  $20,$E0,$20,$E0
F689: 20 E0 20
F68C: E0                       DFB  $20,$E0,$20,$E0
F68D: 20 E0 20
F690: E0 20                    DFB  $20,$E0,$20,$E0,$20
F692: E0 20 E0
F695: 20 E0                    DFB  $E0,$20,$E0,$20,$E0
F697: 20 E0 20
F69A: E0 20                    DFB  $20,$E0,$20,$E0,$20
F69C: E0 20 E0
F69F: 20 E0                    DFB  $E0,$20,$E0,$20,$E0
F6A1: 20 E0 20
F6A4: E0 20                    DFB  $20,$E0,$20,$E0,$20
F6A6: 00 00                    DFB  0,0
F6A8: 00 00                    DFB  0,0
                     ELEV1
F6AA: 00 FF                    DFB  0,$FF
                     ELEV2
F6AC: 00 00                    DFB  0,0
                     ELEV3
F6AE: 00 00                    DFB  0,0
                     ELEV4
F6B0: 00 00                    DFB  0,0
                     ELEV5
F6B2: 00 00                    DFB  0,0
                     ELEV6
F6B4: 00 00                    DFB  0,0
                     ELEV7
F6B6: 00 00                    DFB  0,0
                     ELEV8
F6B8: 00 00                    DFB  0,0
F6BA: 00 FF                    DFB  0,$FF
F6BC: 00 00                    DFB  0,0
F6BE: 00 00                    DFB  0,0
F6C0: 00 00                    DFB  0,0
F6C2: 00 00                    DFB  0,0
F6C4: 00 00                    DFB  0,0
F6C6: 00 00                    DFB  0,0
F6C8: 00 00                    DFB  0,0
F6CA: 00 FF                    DFB  0,$FF
F6CC: 00 00                    DFB  0,0
F6CE: 00 00                    DFB  0,0
```

out

use a SPRITE

```
F6D0: 00 00               DFB  0,0
F6D2: 00 00               DFB  0,0
                  EGG1
F6D4: 00                  DFB  0
F6D5: 00 00 00
F6D8: 0E 0E 0E            DFB  0,0,0,$0E,$0E,$0E
F6DB: 0E                  DFB  $0E
                  NULLM
F6DC: 00 00 00
F6DF: 00 00 00
F6E2: 00 00               DFB  0,0,0,0,0,0,0,0
F6E4: 00 00 00
F6E7: 00 00 00
F6EA: 00 00               DFB  0,0,0,0,0,0,0,0
F6EC: 00 00 00
F6EF: 00 00 00
F6F2: 00 00               DFB  0,0,0,0,0,0,0,0
F6F4: 00 00 00
F6F7: 00                  DFB  0,0,0,0
```

```
                    ********************************
                    *  D I N O   I M A G E S-->    *
                    ********************************
                             OBJ   BEGOBJ+$700
                             ORG   BEGORG+$700
                             PUT   ROC.DINO.IMG
                    */ROC.DINO.IMG     LASTED:12/02/83
                                                   ;
                    * SIDE VIEWS--->
                    ********************************
                    DINO1
F700: 00                     DFB   0
F701: 38 18 1A               DFB   $38,$18,$1A
F704: 1F 3D 7D
F707: FD                     DFB   $1F,$3D,$7D,$FD
F708: 38 30 78
F70B: F8                     DFB   $38,$30,$78,$F8
F70C: D8 58 30
F70F: 10                     DFB   $D8,$58,$30,$10
F710: 10                     DFB   $10
F711: 00 00 00
F714: 00 00 00
F717: 00 00                  DFB   0,0,0,0,0,0,0,0
F719: 00 00                  DFB   0,0
                    DINO2
F71B: 00                     DFB   0
F71C: 38 1B 19               DFB   $38,$1B,$19
F71F: 1F 3C FC
F722: 7C                     DFB   $1F,$3C,$FC,$7C
F723: 38 70 38
F726: F8                     DFB   $38,$70,$38,$F8
F727: D8 58 30
F72A: 10                     DFB   $D8,$58,$30,$10
F72B: 08                     DFB   $08
F72C: 00 00 00
F72F: 00 00 00
F732: 00 00                  DFB   0,0,0,0,0,0,0,0
F734: 00 00                  DFB   0,0
                                                   ;
                    DINO3
F736: 00                     DFB   0
F737: 38 18 7A
F73A: 3F                     DFB   $38,$18,$7A,$3F
F73B: 1D 7D FD
F73E: 38                     DFB   $1D,$7D,$FD,$38
F73F: 30 78 F8
F742: D8                     DFB   $30,$78,$F8,$D8
F743: 58 30 10
F746: 08                     DFB   $58,$30,$10,$08
F747: 00 00 00
F74A: 00 00 00
F74D: 00 00                  DFB   0,0,0,0,0,0,0,0
F74F: 00 00                  DFB   0,0
                    DINO4
F751: 00                     DFB   0
F752: 70 3C 6E
F755: 7F                     DFB   $70,$3C,$6E,$7F
F756: 3D 7D FC
F759: 38                     DFB   $3D,$7D,$FC,$38
F75A: 30 78 F8
F75D: D8                     DFB   $30,$78,$F8,$D8
F75E: 58 30 10
F761: 20                     DFB   $58,$30,$10,$20
F762: 00 00 00
F765: 00 00 00
```

```
F768: 00 00              DFB  0,0,0,0,0,0,0,0
F76A: 00 00              DFB  0,0
                                                ;
                   * DINO FACING FRONT,
                   *  BOTH EYES OPEN-->
                   DINO5
                   DINO7
F76C: 00                 DFB  0
F76D: EE 6C 7F
F770: 7D                 DFB  $EE,$6C,$7F,$7D
F771: 38 7C 7C
F774: FE                 DFB  $38,$7C,$7C,$FE
F775: BA 28 7C
F778: 54                 DFB  $BA,$28,$7C,$54
F779: 54 38 38
F77C: 18                 DFB  $54,$38,$38,$18
F77D: 00 00 00
F780: 00 00 00
F783: 00 00              DFB  0,0,0,0,0,0,0,0
F785: 00 00              DFB  0,0
                                                ;
                   * DINO FACING FRONT,
                   *  RIGHT EYE OPEN-->
                   DINO6
F787: 00                 DFB  0
F788: 70 30 3E
F78B: FC                 DFB  $70,$30,$3E,$FC
F78C: BC 38 7C
F78F: FE                 DFB  $BC,$38,$7C,$FE
F790: BE 2A 7E
F793: 74                 DFB  $BE,$2A,$7E,$74
F794: 74 38 18
F797: 28                 DFB  $74,$38,$18,$28
F798: 00 00 00
F79B: 00 00 00
F79E: 00 00              DFB  0,0,0,0,0,0,0,0
F7A0: 00 00              DFB  0,0
                                                ;
                   * DINO FACING FRONT,
                   *  LEFT EYE OPEN-->
                   DINO8
F7A2: 00                 DFB  0
F7A3: 1C 18 F8
F7A6: 7E                 DFB  $1C,$18,$F8,$7E
F7A7: 7A 38 7C
F7AA: FE                 DFB  $7A,$38,$7C,$FE
F7AB: FA A8 4C
F7AE: 5C                 DFB  $FA,$A8,$4C,$5C
F7AF: 5C 38 30
F7B2: 28                 DFB  $5C,$38,$30,$28
F7B3: 00 00 00
F7B6: 00 00 00
F7B9: 00 00              DFB  0,0,0,0,0,0,0,0
F7BB: 00 00 00           DFB  0,0,0
                                                ;
                   * DINO CLIMBING CLIFF,
                   *  RT ARM UP-->
                   DINO9
F7BE: 00                 DFB  0
F7BF: 70 30 3E
F7C2: FC                 DFB  $70,$30,$3E,$FC
F7C3: BC 38 7C
F7C6: FE                 DFB  $BC,$38,$7C,$FE
F7C7: FA B8 FC
F7CA: 7C                 DFB  $FA,$B8,$FC,$7C
F7CB: 7C 38 38
```

```
F7CE: 48          >82                 DFB  $7C,$38,$38,$48
F7CF: 00 00 00
F7D2: 00 00 00
F7D5: 00 00       >83                 DFB  0,0,0,0,0,0,0,0
F7D7: 00 00       >84                 DFB  0,0
                  >85        * DINO CLIMBING CLIFF,
                  >86        *    LT ARM UP-->
                  >87        DINOX
F7D9: 00          >88                 DFB  0
F7DA: 1C 18 F8
F7DD: 7E          >89                 DFB  $1C,$18,$F8,$7E
F7DE: 7A 38 78
F7E1: FC          >90                 DFB  $7A,$38,$78,$FC
F7E2: BE 3A 7E
F7E5: 7C          >91                 DFB  $BE,$3A,$7E,$7C
F7E6: 7C 38 38
F7E9: 24          >92                 DFB  $7C,$38,$38,$24
F7EA: 00 00 00
F7ED: 00 00 00
F7F0: 00 00       >93                 DFB  0,0,0,0,0,0,0,0
F7F2: 00 00 00 >94                    DFB  0,0,0
```

```
                  ********************************
                  * C A V E M A N   IMAGES-->    *
                  ********************************
                           OBJ  BEGOBJ+$800
                           ORG  BEGORG+$800
                           PUT  ROC.CAVE.IMG
                  */ROC.CAVE.IMG  LASTED:12/19/83
                                                ;
                  * CAVEMAN JUMPING-->
                  ********************************
                  CAVE1
                  CAVE2
F800: 00                   DFB  0
F801: 00 00 00
F804: 00 00 00             DFB  0,0,0,0,0,0
F807: 38 18 18
F80A: 18                   DFB  $38,$18,$18,$18
F80B: 1C 3C 3C
F80E: 74                   DFB  $1C,$3C,$3C,$74
F80F: 78 3C 1C
F812: 38                   DFB  $78,$3C,$1C,$38
F813: 7C 6C 2C
F816: 1C                   DFB  $7C,$6C,$2C,$1C
F817: 00 00 00
F81A: 00                   DFB  0,0,0,0
                                                ;
                  CAVE3
F81B: 00                   DFB  0
F81C: 1C 0C 7C
F81F: 38                   DFB  $1C,$0C,$7C,$38
F820: 3C 1C 3C
F823: 74                   DFB  $3C,$1C,$3C,$74
F824: 78 3C 1C
F827: 38                   DFB  $78,$3C,$1C,$38
F828: 7C 6C 2C
F82B: 1C                   DFB  $7C,$6C,$2C,$1C
F82C: 00 00 00
F82F: 00 00 00
F832: 00 00                DFB  0,0,0,0,0,0,0,0
F834: 00 00                DFB  0,0
                  CAVE4
F836: 00                   DFB  0
F837: 38 18 1E
F83A: 16                   DFB  $38,$18,$1E,$16
F83B: 1E 3E 3C
F83E: 2C                   DFB  $1E,$3E,$3C,$2C
F83F: 74 7C 1C
F842: 38                   DFB  $74,$7C,$1C,$38
F843: 7C 6C 2C
F846: 1C                   DFB  $7C,$6C,$2C,$1C
F847: 00 00 00
F84A: 00 00 00
F84D: 00 00                DFB  0,0,0,0,0,0,0,0
F84F: 00 00                DFB  0,0
                                                ;
                  * CAVEMAN FACING FRONT-->
                  *   BOTH EYES OPEN-->
                  CAVE5
                  CAVE7
F851: 00                   DFB  0
F852: 77 36 36
F855: 3E                   DFB  $77,$36,$36,$3E
F856: 1C 3E 3E
F859: 3E                   DFB  $1C,$3E,$3E,$3E
F85A: 7F 7F 55
```

```
F85D: 14                   DFB  $7F,$7F,$55,$14
F85E: 2A 2A 3E
F861: 1C                   DFB  $2A,$2A,$3E,$1C
F862: 00 00 00
F865: 00 00 00
F868: 00 00                DFB  0,0,0,0,0,0,0,0
F86A: 00 00                DFB  0,0
                                          ;
                  * CAVEMAN FACING FRONT
                  *  RIGHT EYE OPEN->
                  CAVE6
F86C: 00                   DFB  0
F86D: 70 30 37
F870: 3E                   DFB  $70,$30,$37,$3E
F871: 1E 3C 3E
F874: 7E                   DFB  $1E,$3C,$3E,$7E
F875: 7F 5F 1D
F878: 15                   DFB  $7F,$5F,$1D,$15
F879: 3A 3A 1C
F87C: 1C                   DFB  $3A,$3A,$1C,$1C
F87D: 00 00 00
F880: 00 00 00
F883: 00 00                DFB  0,0,0,0,0,0,0,0
F885: 00 00                DFB  0,0
                                          ;
                  * CAVEMAN FACING FRONT,
                  *   LEFT EYE OPEN-->
                  CAVE8
F887: 00                   DFB  0
F888: 07 06 76
F88B: 3E                   DFB  $07,$06,$76,$3E
F88C: 3C 1E 3E
F88F: 3F                   DFB  $3C,$1E,$3E,$3F
F890: 7F 7D 5C
F893: 54                   DFB  $7F,$7D,$5C,$54
F894: 2E 2E 1C
F897: 1C                   DFB  $2E,$2E,$1C,$1C
F898: 00 00 00
F89B: 00 00 00
F89E: 00 00                DFB  0,0,0,0,0,0,0,0
F8A0: 00 00                DFB  0,0
                                          ;
                  * CAVEMAN CLIMBING,
                  *  RIGHT ARM UP--->
                  CAVE9
F8A2: 00                   DFB  0
F8A3: 0E 0C 7C
F8A6: 3C                   DFB  $0E,$0C,$7C,$3C
F8A7: 3E 1E 3E
F8AA: 7E                   DFB  $3E,$1E,$3E,$7E
F8AB: 7E 3F 1D
F8AE: 1C                   DFB  $7E,$3F,$1D,$1C
F8AF: 3E 3E 3E
F8B2: 1C                   DFB  $3E,$3E,$3E,$1C
F8B3: 00 00 00
F8B6: 00 00 00
F8B9: 00 00                DFB  0,0,0,0,0,0,0,0
F8BB: 00 00                DFB  0,0
                  * CAVEMAN CLIMBING,
                  *   LEFT ARM UP-->
                  CAVEX
F8BD: 00                   DFB  0
F8BE: 38 18 1F
F8C1: 1E                   DFB  $38,$18,$1F,$1E
F8C2: 3E 3C 3E
F8C5: 3F                   DFB  $3E,$3C,$3E,$3F
```

```
F8C6: 7E 7E 5C
F8C9: 1C          >82        DFB  $7F,$7E,$5C,$1C
F8CA: 3E 3E 3E
F8CD: 1C          >83        DFB  $3E,$3E,$3E,$1C
F8CE: 00 00 00
F8D1: 00 00 00
F8D4: 00 00       >84        DFB  0,0,0,0,0,0,0,0
F8D6: 00 00 00    >85        DFB  0,0,0
                  >86
```

CAVEZ

;NULL D/C IMG 7.

0, 0, etc

```
                 ******************************
                 * E X P L O R E R  IMAGES-->   *
                 ******************************
                          OBJ  BEGOBJ+$900
                          ORG  BEGORG+$900
                          PUT  ROC.EXP.IMG
                 */ROC.EXP.IMG  LASTED:12/19/83
                                               ;
                 EXPLOR
                 EXP1
F900: 00                  DFB  0
F901: 38 30 3E
F904: 1C                  DFB  $38,$30,$3E,$1C
F905: 3E 3E 3C
F908: 7E                  DFB  $3E,$3E,$3C,$7E
F909: 7E 38 1C
F90C: 3C                  DFB  $7E,$38,$1C,$3C
F90D: 3E 7C 3C
F910: 18                  DFB  $3E,$7C,$3C,$18
F911: 00 00 00
F914: 00 00 00
F917: 00 00               DFB  0,0,0,0,0,0,0,0
F919: 00 00               DFB  0,0
                 EXP2
F91B: 00                  DFB  0
F91C: 0E 3C 6C
F91F: 7E                  DFB  $0E,$3C,$6C,$7E
F920: 3E 3E 3C
F923: 7E                  DFB  $3E,$3E,$3C,$7E
F924: 7E 38 1C
F927: 3C                  DFB  $7E,$38,$1C,$3C
F928: 3E 7C 3C
F92B: 18                  DFB  $3E,$7C,$3C,$18
F92C: 00 00 00
F92F: 00 00 00
F932: 00 00               DFB  0,0,0,0,0,0,0,0
F934: 00 00               DFB  0,0
                 EXP3
F936: 00                  DFB  0
F937: 38 30 58
F93A: 7C                  DFB  $38,$30,$58,$7C
F93B: 7C 3C 3C
F93E: 7E                  DFB  $7C,$3C,$3C,$7E
F93F: 7E 38 1C
F942: 3C                  DFB  $7E,$38,$1C,$3C
F943: 3E 7C 3C
F946: 18                  DFB  $3E,$7C,$3C,$18
F947: 00 00 00
F94A: 00 00 00
F94D: 00 00               DFB  0,0,0,0,0,0,0,0
F94F: 00 00               DFB  0,0
F951: 00 00 00
F954: 00 00 00
F957: 00 00               DFB  0,0,0,0,0,0,0,0
F959: 00 00 00
F95C: 00 00 00
F95F: 00 00               DFB  0,0,0,0,0,0,0,0
F961: 00 00 00
F964: 00 00 00
F967: 00 00               DFB  0,0,0,0,0,0,0,0
                 EXP4
F969: 00                  DFB  0
F96A: 1C 18 18
F96D: 18                  DFB  $1C,$18,$18,$18
F96E: 38 3C 3E
```

```
F971: 3E                          DFB  $38,$3C,$3E,$3E
F972: 3C 38 1C
F975: 3C                          DFB  $3C,$38,$1C,$3C
F976: 3E 7C 3C
F979: 18                          DFB  $3E,$7C,$3C,$18
                  NULLX
F97A: 00 00 00
F97D: 00 00 00
F980: 00 00                       DFB  0,0,0,0,0,0,0,0
F982: 00 00 00
F985: 00                          DFB  0,0,0,0
F986: 00 00 00
F989: 00 00 00
F98C: 00 00                       DFB  0,0,0,0,0,0,0,0
F98E: 00 00 00
F991: 00 00 00
F994: 00 00                       DFB  0,0,0,0,0,0,0,0
F996: 00 00 00
F999: 00 00 00
F99C: 00 00                       DFB  0,0,0,0,0,0,0,0
                                                      ;FLASHLIGHT->
                  FLIGHT
F99E: 00                          DFB  0
F99F: 00 00                       DFB  0,0
F9A1: 03 07 0F
F9A4: 1F                          DFB  $03,$07,$0F,$1F
F9A5: 3F 7F 7F
F9A8: 7F                          DFB  $3F,$7F,$7F,$7F
F9A9: 3F 1F 0F
F9AC: 07                          DFB  $3F,$1F,$0F,$07
F9AD: 03 00 00
F9B0: 00 00 00                    DFB  $03,0,0,0,0,0
F9B3: 00 00 00
F9B6: 00 00 00
F9B9: 00                          DFB  0,0,0,0,0,0,0
F9BA: 00 00 00
F9BD: 00 00 00
F9C0: 00 00                       DFB  0,0,0,0,0,0,0,0
F9C2: 00 00 00
F9C5: 00 00 00
F9C8: 00 00                       DFB  0,0,0,0,0,0,0,0
F9CA: 00 00 00
F9CD: 00 00 00
F9D0: 00 00                       DFB  0,0,0,0,0,0,0,0
F9D2: 00 00 00
F9D5: 00                          DFB  0,0,0,0
                                                      ;
                                                      ;EXP SITTING DOWN->
                  EXP5
F9D6: 00                          DFB  0
F9D7: 1F 19 38
F9DA: 3C                          DFB  $1F,$19,$38,$3C
F9DB: 3E 3E 3C
F9DE: 38                          DFB  $3E,$3E,$3C,$38
F9DF: 1C 3C 3E
F9E2: 7C                          DFB  $1C,$3C,$3E,$7C
F9E3: 3C 18 00
F9E6: 00                          DFB  $3C,$18,$00,$00
F9E7: 00 00 00
F9EA: 00 00 00
F9ED: 00 00                       DFB  0,0,0,0,0,0,0,0
F9EF: 00 00 00
F9F2: 00 00 00
F9F5: 00 00                       DFB  0,0,0,0,0,0,0,0
```

```
                    *******************************
                    *   FIELD DATA (CLIFFS)        *
                    *******************************
                             OBJ  BEGOBJ+$A00
                             ORG  BEGORG+$A00
                             PUT  ROC.FLD.1
                    */ ROC.FLD.1   LASTED 11/02/83
                                                  ;
                    * SCREEN 1 FIELD REG 1->
                    FR1
                                                  ;BOTTOM-->
                                                  ;FINUP DATA->
FA00: 7F 7D D6
FA03: FF                     DFB  $7F,$7D,$D6,$FF
                                                  ;BAND 0->
FA04: 00 00 00
FA07: 00                     DFB  $00,$00,$00,$00
FA08: 00 00 00
FA0B: 00                     DFB  $00,$00,$00,$00
FA0C: 00 00 7F
FA0F: 7B                     DFB  $00,$00,$7F,$7B
FA10: DD                     DFB  $DD
FA11: FF                     DFB  $FF             ;POS BAND 0.
                                                  ;BAND 1->
FA12: 72 32 12
FA15: 12                     DFB  $72,$32,$12,$12
FA16: 12 12 12
FA19: 12                     DFB  $12,$12,$12,$12
FA1A: 1E 0C 0F
FA1D: 0D                     DFB  $1E,$0C,$0F,$0D
FA1E: 1B                     DFB  $1B
FA1F: 1F                     DFB  $1F             ;POS BAND 1.
                                                  ;BAND 2->
FA20: 00 00 00
FA23: 00                     DFB  $00,$00,$00,$00
FA24: 00 00 00
FA27: 00                     DFB  $00,$00,$00,$00
FA28: 00 00 0F
FA2B: 0D                     DFB  $00,$00,$0F,$0D
FA2C: 1B                     DFB  $1B
FA2D: 1F                     DFB  $1F             ;POS BAND 2.
                                                  ;BAND 3->
FA2E: 00 00 00
FA31: 00                     DFB  $00,$00,$00,$00
FA32: 00 00 04
FA35: 00                     DFB  $00,$00,$04,$00
FA36: 04 00 3F
FA39: 37                     DFB  $04,$00,$3F,$37
FA3A: 6D                     DFB  $6D
FA3B: 7F                     DFB  $7F             ;POS BAND3.
                                                  ;BAND 4->
FA3C: 0E 06 02
FA3F: 02                     DFB  $0E,$06,$02,$02
FA40: 02 02 02
FA43: 02                     DFB  $02,$02,$02,$02
FA44: 02 02 07
FA47: 06                     DFB  $02,$02,$07,$06
FA48: 0D                     DFB  $0D
FA49: 0F                     DFB  $0F             ;POS BAND 4->
                    SCR1F1
                                                  ;
                    * SCREEN 2 FIELD REG 1--->
                    *******************************
                                                  ;BOTTOM->
                                                  ;FINUP DATA->
```

```
FA4A: 7E 7D DB
FA4D: FF                 DFB  $7F,$7D,$DB,$FF
                                          ;BAND 0->
FA4E: E4 64 24
FA51: 24                 DFB  $E4,$64,$24,$24
FA52: 24 24 24
FA55: 24                 DFB  $24,$24,$24,$24
FA56: 3C 18 00
FA59: 00                 DFB  $3C,$18,$00,$00
FA5A: 01                 DFB  $01
FA5B: 01                 DFB  $01         ;POS BAND 0.
                                          ;BAND 1->
FA5C: 00 00 00
FA5F: 00                 DFB  $00,$00,$00,$00
FA60: 00 00 00
FA63: 00                 DFB  $00,$00,$00,$00
FA64: 00 00 00
FA67: 00                 DFB  $00,$00,$00,$00
FA68: 00                 DFB  $00
FA69: 00                 DFB  $00         ;POS BAND 1.
                                          ;BAND 2->
FA6A: 00 00 00
FA6D: 00                 DFB  $00,$00,$00,$00
FA6E: 00 00 3C
FA71: 3C                 DFB  $00,$00,$3C,$3C
FA72: 6E 7E 00
FA75: 00                 DFB  $6E,$7E,$00,$00
FA76: 00                 DFB  $00
FA77: 00                 DFB  $00         ;POS BAND 2.
                                          ;BAND 3->
FA78: 00 00 00
FA7B: 00                 DFB  $00,$00,$00,$00
FA7C: 00 00 00
FA7F: 00                 DFB  $00,$00,$00,$00
FA80: 00 00 0F
FA83: 0F                 DFB  $00,$00,$0F,$0F
FA84: 1B                 DFB  $1B
FA85: 1F                 DFB  $1F         ;POS BAND 3.
                                          ;BAND 4->
FA86: 0E 06 02
FA89: 02                 DFB  $0E,$06,$02,$02
FA8A: 02 02 02
FA8D: 02                 DFB  $02,$02,$02,$02
FA8E: 02 02 07
FA91: 06                 DFB  $02,$02,$07,$06
FA92: 0D                 DFB. $0D
FA93: 0F                 DFB  $0F         ;POS BAND 4.
                                          ;
                    SCR2F1
                    ********************************
                    * SCREEN 3 FIELD REG 1-->
                    ********************************
                                          ;BOTTOM->
                                          ;FINUP DATA->
FA94: 3F 3E 6B
FA97: 7F                 DFB  $3F,$3E,$6B,$7F
                                          ;BAND 0->
FA98: 00 00 00
FA9B: 00                 DFB  $00,$00,$00,$00
FA9C: 00 00 04
FA9F: 00                 DFB  $00,$00,$04,$00
FAA0: 04 00 3F
FAA3: 3E                 DFB  $04,$00,$3F,$3E
FAA4: 6B                 DFB  $6B
FAA5: 7F                 DFB  $7F         ;POS BAND 0.
                                          ;BAND 1->
```

```
FAA6: 72 32 12
FAA9: 12                  DFB  $72,$32,$12,$12
FAAA: 12 12 12
FAAD: 12                  DFB  $12,$12,$12,$12
FAAE: 1E 0C 3F
FAB1: 3E                  DFB  $1E,$0C,$3F,$3E
FAB2: 6B                  DFB  $6B
FAB3: 7F                  DFB  $7F          ;POS BAND 1.
                                            ;BAND 2->
FAB4: 00 00 00
FAB7: 00                  DFB  $00,$00,$00,$00
FAB8: 00 00 00
FABB: 00                  DFB  $00,$00,$00,$00
FABC: 00 00 03
FABF: 03                  DFB  $00,$00,$03,$03
FAC0: 06                  DFB  $06
FAC1: 07                  DFB  $07          ;POS BAND 2.
                                            ;BAND 3->
FAC2: 07 03 01
FAC5: 01                  DFB  $07,$03,$01,$01
FAC6: 01 01 01
FAC9: 01                  DFB  $01,$01,$01,$01
FACA: 01 00 03
FACD: 03                  DFB  $01,$00,$03,$03
FACE: 06                  DFB  $06
FACF: 07                  DFB  $07          ;POS BAND 3
                                            ;BAND 4->
FAD0: 00 00 00
FAD3: 00                  DFB  $00,$00,$00,$00
FAD4: 00 00 00
FAD7: 00                  DFB  $00,$00,$00,$00
FAD8: 00 00 00
FADB: 00                  DFB  $00,$00,$00,$00
FADC: 00                  DFB  $00
FADD: 00                  DFB  $00          ;POS BAND 4.
               SCR3F1
                                            ;
               FLDIDX
FADE: 49 93 DD            DFB  73,147,221
```

```
                        OBJ   BEGOBJ+$B00
                        ORG   BEGORG+$B00
                        PUT   ROC.FLD.2
               */ ROC.FLD.2  LASTED 11/02/83
                                          ;
               * SCREEN 1 FIELD REG 2->
               ********************************
               FR2
               SCR1F2
                                          ;BOTTOM-->
                                          ;FINUP DATA->
FB00: 07 07 0D
FB03: 0F                DFB   $07,$07,$0D,$0F
                                          ;BAND 0->
FB04: 00 00 00
FB07: 00                DFB   $00,$00,$00,$00
FB08: 01 00 01
FB0B: 00                DFB   $01,$00,$01,$00
FB0C: 01 00 07
FB0F: 06                DFB   $01,$00,$07,$06
FB10: 0D                DFB   $0D
FB11: 0F                DFB   $0F         ;POS BAND 0.
                                          ;BAND 1->
FB12: 00 00 00
FB15: 00                DFB   $00,$00,$00,$00
FB16: 00 00 02
FB19: 00                DFB   $00,$00,$02,$00
FB1A: 02 00 0F
FB1D: 0F                DFB   $02,$00,$0F,$0F
FB1E: 1A                DFB   $1A
FB1F: 1F                DFB   $1F         ;POS BAND 1.
                                          ;BAND 2->
FB20: 00 00 00
FB23: 00                DFB   $00,$00,$00,$00
FB24: 00 00 04
FB27: 00                DFB   $00,$00,$04,$00
FB28: 04 00 0F
FB2B: 0F                DFB   $04,$00,$0F,$0F
FB2C: 1A                DFB   $1A
FB2D: 1F                DFB   $1F         ;POS BAND 2.
                                          ;BAND 3->
FB2E: 00 00 00
FB31: 00                DFB   $00,$00,$00,$00
FB32: 00 00 00
FB35: 00                DFB   $00,$00,$00,$00
FB36: 00 00 8F
FB39: 8D                DFB   $00,$00,$8F,$8D
FB3A: DB                DFB   $DB
FB3B: DF                DFB   $DF         ;POS BAND 3.
                                          ;BAND 4->
FB3C: 02 02 02
FB3F: 02                DFB   $02,$02,$02,$02
FB40: 02 02 02
FB43: 02                DFB   $02,$02,$02,$02
FB44: 02 02 0F
FB47: 0D                DFB   $02,$02,$0F,$0D
FB48: 1F                DFB   $1F
FB49: 1F                DFB   $1F         ;POS BAND 4.
                                          ;
               * SCREEN 2 FIELD REG 2-->
               ********************************
               SCR2F2
                                          ;BOTTOM->
                                          ;FINUP DATA->
FB4A: 3F 37 6D
```

PAG

```
FB4D: 7F                DFB  $3F,$37,$6D,$7F
                                          ;BAND 0->
FB4E: 00 00 00
FB51: 00                DFB  $00,$00,$00,$00
FB52: 00 00 08
FB55: 00                DFB  $00,$00,$08,$00
FB56: 08 00 1F
FB59: 1B                DFB  $08,$00,$1F,$1B
FB5A: 3D                DFB  $3D
FB5B: 3F                DFB  $3F          ;POS BAND 0.
                                          ;BAND 1->
FB5C: 00 00 00
FB5F: 00                DFB  $00,$00,$00,$00
FB60: 00 00 00
FB63: 00                DFB  $00,$00,$00,$00
FB64: 00 00 3C
FB67: 34                DFB  $00,$00,$3C,$34
FB68: 6E                DFB  $6E
FB69: 7E                DFB  $7E          ;POS BAND 1.
                                          ;BAND 2->
FB6A: 00 00 00
FB6D: 00                DFB  $00,$00,$00,$00
FB6E: 00 00 04
FB71: 00                DFB  $00,$00,$04,$00
FB72: 04 00 3E
FB75: 36                DFB  $04,$00,$3E,$36
FB76: 7B                DFB  $7B
FB77: 7F                DFB  $7F          ;POS BAND 2.
                                          ;BAND 3->
FB78: 00 00 00
FB7B: 00                DFB  $00,$00,$00,$00
FB7C: 00 00 04
FB7F: 00                DFB  $00,$00,$04,$00
FB80: 04 00 8F
FB83: 8D                DFB  $04,$00,$8F,$8D
FB84: DB                DFB  $DB
FB85: DF                DFB  $DF          ;POS BAND 3.
                                          ;BAND 4->
FB86: 02 02 02
FB89: 02                DFB  $02,$02,$02,$02
FB8A: 02 02 0A
FB8D: 02                DFB  $02,$02,$0A,$02
FB8E: 0A 02 0F
FB91: 0D                DFB  $0A,$02,$0F,$0D
FB92: 1F                DFB  $1F
FB93: 1F                DFB  $1F          ;POS BAND 4.
                                          ;
                   * SCREEN 3 FIELD REG 2->
                   ********************************
                   SCR3F2
                                          ;BOTTOM->
                                          ;FINUP DATA->
FB94: 1F 1F 36
FB97: 3F                DFB  $1F,$1F,$36,$3F
                                          ;BAND 0->
FB98: 00 00 00
FB9B: 00                DFB  $00,$00,$00,$00
FB9C: 00 00 00
FB9F: 00                DFB  $00,$00,$00,$00
FBA0: 00 00 1F
FBA3: 1F                DFB  $00,$00,$1F,$1F
FBA4: 36                DFB  $36
FBA5: 3F                DFB  $3F          ;POS BAND 0.
                                          ;BAND 1->
FBA6: 00 00 00
FBA9: 00                DFB  $00,$00,$00,$00
```

PA6

```
FBAA: 00 00 04
FBAD: 00            DFB  $00,$00,$04,$00
FBAE: 04 00 3F
FBB1: 3F            DFB  $04,$00,$3F,$3F
FBB2: 76            DFB  $76
FBB3: 7F            DFB  $7F         ;POS BAND 1.
                                     ;BAND 2->
FBB4: E0 40 40
FBB7: 40            DFB  $E0,$40,$40,$40
FBB8: E0 E0 04
FBBB: 00            DFB  $E0,$E0,$04,$00
FBBC: 04 00 3F
FBBF: 3E            DFB  $04,$00,$3F,$3E
FBC0: 6B            DFB  $6B
FBC1: 7F            DFB  $7F         ;POS BAND 2.
                                     ;BAND 3->
FBC2: 04 04 04
FBC5: 04            DFB  $04,$04,$04,$04
FBC6: 04 04 14
FBC9: 04            DFB  $04,$04,$14,$04
FBCA: 17 03 3F
FBCD: 3E            DFB  $17,$03,$3F,$3E
FBCE: 6B            DFB  $6B
FBCF: 7F            DFB  $7F         ;POS BAND 3.
                                     ;BAND 4->
FBD0: 00 00 00
FBD3: 00            DFB  $00,$00,$00,$00
FBD4: 00 00 00
FBD7: 00            DFB  $00,$00,$00,$00
FBD8: 00 00 C0
FBDB: C0            DFB  $00,$00,$C0,$C0
FBDC: E0            DFB  $E0
FBDD: E0            DFB  $E0         ;POS BAND 4.
                                     ;
```

```
                         OBJ  BEGOBJ+$C00
                         ORG  BEGORG+$C00
                         PUT  ROC.FLD.COL
                *\ ROC.FLD.COL  LASTED 11/02/83
                                          ;
                TAN1    =    $F6          ;DARKEST BROWN
                TAN2    =    $18
                TAN3    =    $FC
                GRN1    =    $D4          ;DARKEST GREEN
                GRN2    =    $D6
                GRN3    =    $D8
                                          ;
                FCOL
                                          ;BOTTOM-->
                ********************************
                *  SCREEN 1 COLOR TABLE->      *
                ********************************
                S1COL
                                          ;FINUP DATA->
FC00: FC 18 F6
FC03: D4                 DFB  TAN3,TAN2,TAN1,GRN1
                                          ;BAND 0->
FC04: D6 D8 FC
FC07: 18                 DFB  GRN2,GRN3,TAN3,TAN2
FC08: 18 18 F6
FC0B: F6                 DFB  TAN2,TAN2,TAN1,TAN1
FC0C: F6 D4 FC
FC0F: 18                 DFB  TAN1,GRN1,TAN3,TAN2
FC10: F6                 DFB  TAN1
FC11: D4                 DFB  GRN1        ;POS BAND 0.
                                          ;BAND 1->
FC12: D6 D8 FC
FC15: FC                 DFB  GRN2,GRN3,TAN3,TAN3
FC16: FC FC FC
FC19: FC                 DFB  TAN3,TAN3,TAN3,TAN3
FC1A: FC D4 FC
FC1D: 18                 DFB  TAN3,GRN1,TAN3,TAN2
FC1E: F6                 DFB  TAN1
FC1F: D4                 DFB  GRN1        ;POS BAND 1.
                                          ;BAND 2->
FC20: 18 FC FC
FC23: FC                 DFB  TAN2,TAN3,TAN3,TAN3
FC24: F6 D4 FC
FC27: 18                 DFB  TAN1,GRN1,TAN3,TAN2
FC28: F6 D4 FC
FC2B: 18                 DFB  TAN1,GRN1,TAN3,TAN2
FC2C: F6                 DFB  TAN1
FC2D: D4                 DFB  GRN1        ;POS BAND 2.
                                          ;BAND 3->
FC2E: D6 D8 FC
FC31: FC                 DFB  GRN2,GRN3,TAN3,TAN3
FC32: FC FC FC
FC35: FC                 DFB  TAN3,TAN3,TAN3,TAN3
FC36: FC FC FC
FC39: 18                 DFB  TAN3,TAN3,TAN3,TAN2
FC3A: F6                 DFB  TAN1
FC3B: D4                 DFB  GRN1        ;POS BAND 3.
                                          ;BAND 4->
FC3C: D6 D8 FC
FC3F: FC                 DFB  GRN2,GRN3,TAN3,TAN3
FC40: FC FC FC
FC43: FC                 DFB  TAN3,TAN3,TAN3,TAN3
FC44: FC FC FC
FC47: 18                 DFB  TAN3,TAN3,TAN3,TAN2
FC48: F6                 DFB  TAN1
FC49: D4                 DFB  GRN1        ;POS BAND 4.
```

```
FC49: D4                   DFB  GRN1          ;POS BAND 4.
                                              ;
                  ********************************
                  * SCREEN 2 COLOR TABLE->       *
                  ********************************
                                              ;BOTTOM-->
                  S2COL
                                              ;FINUP DATA->
FC4A: FC 18 F6
FC4D: D4                   DFB  TAN3,TAN2,TAN1,GRN1
                                              ;BAND 0->
FC4E: D6 D8 FC
FC51: 18                   DFB  GRN2,GRN3,TAN3,TAN2
FC52: 18 18 F6
FC55: F6                   DFB  TAN2,TAN2,TAN1,TAN1
FC56: F6 D4 FC
FC59: 18                   DFB  TAN1,GRN1,TAN3,TAN2
FC5A: F6                   DFB  TAN1
FC5B: D4                   DFB  GRN1          ;POS BAND 0.
                                              ;BAND 1->
FC5C: D6 D8 FC
FC5F: FC                   DFB  GRN2,GRN3,TAN3,TAN3
FC60: FC FC FC
FC63: FC                   DFB  TAN3,TAN3,TAN3,TAN3
FC64: FC D4 FC
FC67: 18                   DFB  TAN3,GRN1,TAN3,TAN2
FC68: F6                   DFB  TAN1
FC69: D4                   DFB  GRN1          ;POS BAND 1.
                                              ;BAND 2->
FC6A: 18 FC FC
FC6D: FC                   DFB  TAN2,TAN3,TAN3,TAN3
FC6E: F6 D4 FC
FC71: 18                   DFB  TAN1,GRN1,TAN3,TAN2
FC72: F6 D4 FC
FC75: 18                   DFB  TAN1,GRN1,TAN3,TAN2
FC76: F6                   DFB  TAN1
FC77: D4                   DFB  GRN1          ;POS BAND 2.
                                              ;BAND 3->
FC78: D6 D8 FC
FC7B: FC                   DFB  GRN2,GRN3,TAN3,TAN3
FC7C: FC FC FC
FC7F: FC                   DFB  TAN3,TAN3,TAN3,TAN3
FC80: FC FC FC
FC83: 18                   DFB  TAN3,TAN3,TAN3,TAN2
FC84: F6                   DFB  TAN1
FC85: D4                   DFB  GRN1          ;POS BAND 3.
                                              ;BAND 4->
FC86: D6 D8 FC
FC89: FC                   DFB  GRN2,GRN3,TAN3,TAN3
FC8A: FC FC FC
FC8D: FC                   DFB  TAN3,TAN3,TAN3,TAN3
FC8E: FC FC FC
FC91: 18                   DFB  TAN3,TAN3,TAN3,TAN2
FC92: F6                   DFB  TAN1
FC93: D4                   DFB  GRN1          ;POS BAND 4.
                  ********************************
                  * FIELD COLOR SCREEN 3-->
                  ********************************
                  BLU1     =    $92
                  BLU2     =    $96
                  BLU3     =    $9A
                  BLU4     =    $9C
                                              ;BOTTOM->
                  S3COL
FC94: 9A 96 92
FC97: 0E                   DFB  BLU3,BLU2,BLU1,WHITE
```

```
FC98: 9C 9A 0E
FC9B: 0E          >96              DFB   BLU4,BLU3,WHITE,WHITE
FC9C: 0E 0E 0E
FC9F: 0E          >97              DFB   WHITE,WHITE,WHITE,WHITE
FCA0: 96 92       >98              DFB   BLU2,BLU1
                  >99                              ;
FCA2: 9A 96 92
FCA5: 0E          >100             DFB   BLU3,BLU2,BLU1,WHITE
FCA6: 9C 9A 0E
FCA9: 0E          >101             DFB   BLU4,BLU3,WHITE,WHITE
FCAA: 0E 0E 0E
FCAD: 0E          >102             DFB   WHITE,WHITE,WHITE,WHITE
FCAE: 96 92       >103             DFB   BLU2,BLU1
                  >104                             ;
FCB0: 9A 96 92
FCB3: 0E          >105             DFB   BLU3,BLU2,BLU1,WHITE
FCB4: 9C 9A 96
FCB7: 92          >106             DFB   BLU4,BLU3,BLU2,BLU1
FCB8: 9A 92       >107             DFB   BLU3,BLU1
                  >108                             ;
FCBA: 9A 96 92
FCBD: 0E          >109             DFB   BLU3,BLU2,BLU1,WHITE
FCBE: 9A 96 92
FCC1: 0E          >110             DFB   BLU3,BLU2,BLU1,WHITE
                  >111                             ;
FCC2: 9C 9A 0E
FCC5: 0E          >112             DFB   BLU4,BLU3,WHITE,WHITE
FCC6: 0E 0E 0E
FCC9: 0E          >113             DFB   WHITE,WHITE,WHITE,WHITE
FCCA: 96 92       >114             DFB   BLU2,BLU1
                  >115                             ;
FCCC: 9A 96 92
FCCF: 0E          >116             DFB   BLU3,BLU2,BLU1,WHITE
FCD0: 9C 9A 0E
FCD3: 92          >117             DFB   BLU4,BLU3,WHITE,BLU1
FCD4: 0E 92 0E
FCD7: 96          >118             DFB   WHITE,BLU1,WHITE,BLU2
FCD8: 0E 92       >119             DFB   WHITE,BLU1
FCDA: 9A 96 92
FCDD: 0E          >120             DFB   BLU3,BLU2,BLU1,WHITE
```

```
                   ******************************
                   *    PAINT THE CLIFFS        *
                   ******************************
                             OBJ   BEGOBJ+$D00
                             ORG   BEGORG+$D00
                             PUT   ROC.PAINT
                   */ROC.PAINT LASTED: 12.29.83.
                   ******************************
                   *   PAINT ROC--->            *
                   ******************************
                   PAINT
FD00: A9 00                  LDA   #0
FD02: 85 25                  STA   ATASEL
FD04: 85 26                  STA   ATBSEL
FD06: 85 04                  STA   ATACTL
FD08: 85 05                  STA   ATBCTL
FD0A: 85 2B                  STA   ATREMV
                                                ;
FD0C: 85 02                  STA   ATWAIT
                                                ;
FD0E: A0 08                  LDY   #8
FD10: A5 82                  LDA   ROUND1
FD12: C9 02                  CMP   #2
FD14: D0 02                  BNE   WAT5         ;J NOT SCR 3.
FD16: A0 05                  LDY   #5
                   WAT5
FD18: 88                     DEY
FD19: 10 FD                  BPL   WAT5
FD1B: A5 EF                  LDA   BAND         ;NOP
FD1D: 85 11                  STA   ATSBLA
FD1F: EA                     NOP
FD20: 85 10                  STA   ATSALA
                                                ;
FD22: A9 1C                  LDA   #$1C
FD24: 85 07                  STA   ATBCOL
FD26: A2 0F                  LDX   #15
                   ROCKY
FD28: 85 02                  STA   ATWAIT
FD2A: BD 12 F0               LDA   ROC,X
FD2D: 85 1C                  STA   ATBDAT
FD2F: BD 22 F0               LDA   ROCCTL,X
FD32: 85 05                  STA   ATBCTL
FD34: A5 85                  LDA   FRAMEL
FD36: 29 08                  AND   #8
FD38: F0 0F                  BEQ   ROC2
FD3A: BD 32 F0               LDA   TAIL1,X
FD3D: 85 1B                  STA   ATADAT
FD3F: BD 43 F0               LDA   TAILCOL1,X
FD42: 85 06                  STA   ATACOL
FD44: CA                     DEX
FD45: 30 0F                  BMI   ENDROC
FD47: 10 DF                  BPL   ROCKY
                                                ;
                   ROC2
FD49: BD 33 F0               LDA   TAIL2,X
FD4C: 85 1B                  STA   ATADAT
FD4E: BD 46 F0               LDA   TAILCOL2,X
FD51: 85 06                  STA   ATACOL
FD53: CA                     DEX
FD54: 10 D2                  BPL   ROCKY
                   ENDROC
FD56: A9 00                  LDA   #0
FD58: 85 05                  STA   ATBCTL
FD5A: A5 EF                  LDA   BAND         ;NOP
FD5C: A5 EF                  LDA   BAND         ;NOP
```

$10 ; 2x mis. For Rope.

```
                                          ;
FD5E: A5 EF            LDA   BAND         ;NOP
FD60: A9 0E            LDA   #$0E
FD62: 85 06            STA   ATACOL
FD64: EA               NOP
FD65: A5 EF            LDA   BAND         ;NOP
FD67: A9 20            LDA   #$20
FD69: 85 04            STA   ATACTL       ;4X MIS
FD6B: A5 97            LDA   EXPSTAT
FD6D: 85 0C            STA   ATBORD
                                          ;
                                          ;
                ********************************
                *   POS EXP/FLASHLIGHT->       *
                ********************************
FD6F: A2 F4            LDX   #$F4
FD71: 9A               TXS
FD72: A2 01            LDX   #1
FD74: A5 D6            LDA   BDAT+1       ;POS PASSED FROM BANK1.
FD76: 20 D8 FF         JSR   POS
                                          ;
FD79: A9 F9            LDA   #>EXP1
FD7B: 85 D6            STA   BDAT+1       ;SB HI PTR.
                                          ;PUT SP AT POS RTN ADDRS->
FD7D: A2 F5            LDX   #$F5
FD7F: 9A               TXS
                                          ;
FD80: A9 04            LDA   #4
FD82: 85 EF            STA   BAND
FD84: A6 82            LDX   ROUND1
FD86: BD DE FA         LDA   FLDIDX,X
FD89: AA               TAX
                                          ;
                                          ;
                ********************************
                *  JMP INTO MAIN DISPLAY->>    *
                ********************************
FD8A: 85 02            STA   ATWAIT
FD8C: EA               NOP
FD8D: 85 2B            STA   ATREMV
FD8F: BD 00 FC         LDA   FCOL,X
FD92: 85 08            STA   ATFCOL
FD94: BD 00 FA         LDA   FR1,X
FD97: 85 0E            STA   ATFR1
FD99: BD 00 FB         LDA   FR2,X
FD9C: 85 0F            STA   ATFR2
FD9E: EA               NOP                ;CY 28.
FD9F: A5 EF            LDA   BAND
FDA1: EA               NOP
FDA2: CA               DEX
FDA3: 4C 30 FE         JMP   ENTER
                                          ;
```

TAKE OFF STACK
PLA
PHA

```
--End assembly--

2 bytes

Errors: 0
```

```
:L254,299

*********************************
* SET UP POS RTN ADDRS FOR DINOS*
* DEFAULT D/C POS = LATCH 2->   *
*    FOR ALL 5 BANDS            *
*********************************
         LDA   #<LAT2-1
         LDY   #>LAT2
         LDX   #9
POSDFLT
         STY   SAPOS4,X
         DEX
         STA   SAPOS4,X
         DEX
         BPL   POSDFLT
                           ;
*********************************
*   SET UP REAL POS RTN ADDRS   *
*     FOR D/C TO SHOW--->       *
*********************************
SETADR
         LDX   #3          ;4 D/C
         LDY   #0
         STY   TEMP1
SET5
         LDY   DINPOS,X
         LDA   POSTBL-8,Y
         AND   #$07        ;GROSS LATCH VAL.
         TAY
         LDA   POSRTN,Y
         LDY   TEMP1
*STA SAPOS4,Y ;SET LO.
                           ;
         INC   TEMP1
         LDA   #>LAT1
         LDY   TEMP1
*STA SAPOS4,Y ;SET HI
         INC   TEMP1
                           ;
         DEX
         BPL   SET5
                           ;
         JMP   TOPSW       ;SW BANKS.

:PR#0
```

```
                    ********************************
                    *  PAINT  THE  CLIFFS -->      *
                    ********************************
                    FLD2
FDA6: 85 2A                  STA  ATMVIN
FDA8: 85 1C                  STA  ATBDAT
FDAA: B1 DB                  LDA  (BCOL),Y
FDAC: 85 07                  STA  ATBCOL
FDAE: BD 00 FA               LDA  FR1,X
FDB1: 85 0E                  STA  ATFR1
FDB3: BD 00 FC               LDA  FCOL,X
FDB6: 85 08                  STA  ATFCOL
FDB8: BD 00 FB               LDA  FR2,X
FDBB: 85 0F                  STA  ATFR2
FDBD: CA                     DEX
FDBE: A4 EF                  LDY  BAND
FDC0: B9 C1 00               LDA  ACOL,Y
FDC3: 85 06                  STA  ATACOL
FDC5: B9 E3 00               LDA  MALO,Y
FDC8: 85 E7                  STA  MA
FDCA: EA                     NOP
FDCB: C6 EF                  DEC  BAND
FDCD: A9 00                  LDA  #0
FDCF: 85 20                  STA  ATSAIN
FDD1: A0 19                  LDY  #25
FDD3: B1 D5                  LDA  (BDAT),Y
FDD5: 85 1C                  STA  ATBDAT        ;CY 76
                                                ;
                    DATA
FDD7: 85 2A                  STA  ATMVIN
FDD9: B1 DB                  LDA  (BCOL),Y
FDDB: 85 07                  STA  ATBCOL
FDDD: B1 CF                  LDA  (ADAT),Y
FDDF: 85 1B                  STA  ATADAT
FDE1: B1 ED                  LDA  (MB),Y
FDE3: 85 23                  STA  ATMBIN
FDE5: 85 1E                  STA  ATENMB
FDE7: B1 E1                  LDA  (FM),Y
FDE9: 85 1F                  STA  ATENFM
FDEB: B1 E7                  LDA  (MA),Y
FDED: 85 1D                  STA  ATENMA
                                                ;NOP->
FDEF: A5 EF                  LDA  BAND
FDF1: A5 EF                  LDA  BAND
FDF3: A5 EF                  LDA  BAND
FDF5: 88                     DEY
                                                ;
FDF6: BD 00 FB               LDA  FR2,X
FDF9: 85 0F                  STA  ATFR2
FDFB: BD 00 FA               LDA  FR1,X
FDFE: 85 0E                  STA  ATFR1
FE00: B1 DB                  LDA  (BCOL),Y      ;CY 76.
                                                ;
                    FLD1
FE02: 85 2A                  STA  ATMVIN
FE04: 85 07                  STA  ATBCOL
FE06: BD 00 FC               LDA  FCOL,X
FE09: 85 08                  STA  ATFCOL
FE0B: B1 D5                  LDA  (BDAT),Y
FE0D: 85 1C                  STA  ATBDAT
FE0F: B1 CF                  LDA  (ADAT),Y
FE11: 85 1B                  STA  ATADAT
FE13: F0 17                  BEQ  AOFF
FE15: CA                     DEX
FE16: 88                     DEY
```

```
FE17: 30 43               BMI  ACONT
                                              ;25 CY NOP'S->
FE19: EA                  NOP
                   NONU
FE1A: EA                  NOP
FE1B: EA                  NOP
FE1C: EA                  NOP
                   NONU2
FE1D: E6 EF               INC  BAND
FE1F: E6 EF               INC  BAND
FE21: C6 EF               DEC  BAND
FE23: C6 EF               DEC  BAND
                                              ;
FE25: B1 D5               LDA  (BDAT),Y
FE27: 85 1C               STA  ATBDAT
FE29: 4C D7 FD            JMP  DATA           ;CY 76
                                              ;
                   AOFF
FE2C: CA                  DEX
FE2D: 88                  DEY
FE2E: 10 EA               BPL  NONU
                                              ;CY 38.
                                              ;
                   *    START A NEW BAND--->        *
                   *******************************
                   ENTER
FE30: A4 EF               LDY  BAND
FE32: 30 25               BMI  FINUP          ;J ALL DONE.
FE34: B9 D1 00            LDA  BDATLO,Y
FE37: 85 D5               STA  BDAT
FE39: B9 D7 00            LDA  BCOLLO,Y
FE3C: 85 DB               STA  BCOL
FE3E: B9 DD 00            LDA  FMLO,Y
FE41: 85 E1               STA  FM
FE43: B9 E9 00            LDA  MBLO,Y
FE46: 85 ED               STA  MB
FE48: B9 BC 00            LDA  AORD,Y         ;CY 75
                                              ;
                   *   LATCH  SPRITE A-->           *
                   *******************************
                   *POS
FE4B: 8D 0B 00            STAH ATAORD
FE4E: A0 1B               LDY  #27
FE50: B1 D5               LDA  (BDAT),Y
FE52: 85 1C               STA  ATBDAT
FE54: B1 DB               LDA  (BCOL),Y
FE56: 85 07               STA  ATBCOL
                                              ;
FE58: 60                  RTS                 ;GO LATCH SA.
                   FINUP
FE59: 4C 9F FE            JMP  FINIT
                                              ;
                   ACONT
FE5C: 4C 5C FE            JMP  ACONT
FE5F: A4 EF               LDY  BAND
FE61: 30 F6               BMI  FINUP          ;J DONE.
FE63: EA                  NOP
FE64: EA                  NOP
FE65: B9 D1 00            LDA  BDATLO,Y
FE68: 85 D5               STA  BDAT
FE6A: B9 D7 00            LDA  BCOLLO,Y
FE6D: 85 DB               STA  BCOL
FE6F: B9 DD 00            LDA  FMLO,Y
FE72: 85 E1               STA  FM
FE74: B9 CB 00            LDA  ADATLO,Y
FE77: 85 CF               STA  ADAT           ;CY 75
```

```
                                                    ;
FE79: A0 1B             LDY  #27
FE7B: B1 D5             LDA  (BDAT),Y
FE7D: 85 1C             STA  ATBDAT
FE7F: B1 DB             LDA  (BCOL),Y
FE81: 85 07             STA  ATBCOL
FE83: B1 CF             LDA  (ADAT),Y
FE85: 85 1B             STA  ATADAT
FE87: B1 E1             LDA  (FM),Y
FE89: 85 1F             STA  ATENFM
FE8B: A4 EF             LDY  BAND
FE8D: B9 E9 00          LDA  MBLO,Y
FE90: 85 ED             STA  MB
                                                    ;FIX SP->
FE92: 68                PLA
FE93: 68                PLA
                                                    ;NOP=>
FE94: A5 EF             LDA  BAND
FE96: A5 EF             LDA  BAND
FE98: A5 EF             LDA  BAND
FE9A: A5 EF             LDA  BAND
FE9C: 4C 52 FF          JMP  LAT37
                                                    ;
                                                    ;

                  * PLAYFIELD IS DONE-->
                  ********************************
                  FINIT
FE9F: A0 02             LDY  #2
FEA1: 85 02             STA  ATWAIT
FEA3: A9 00             LDA  #0
FEA5: 85 1D             STA  ATENMA
FEA7: 85 1E             STA  ATENMB
FEA9: 85 1F             STA  ATENFM
FEAB: A9 98             LDA  #$98
FEAD: 85 09             STA  ATSCOL                 ;WATER.
                                                    ;
                  FIN4
FEAF: 85 02             STA  ATWAIT
FEB1: BD 00 FA          LDA  FR1,X
FEB4: 85 0E             STA  ATFR1
FEB6: BD 00 FC          LDA  FCOL,X
FEB9: 85 08             STA  ATFCOL
FEBB: BD 00 FB          LDA  FR2,X
FEBE: 85 0F             STA  ATFR2
FEC0: CA                DEX
FEC1: 85 02             STA  ATWAIT
FEC3: 88                DEY
FEC4: 10 E9             BPL  FIN4
                                                    ;
FEC6: 85 02             STA  ATWAIT
FEC8: A9 00             LDA  #0
FECA: 85 1B             STA  ATADAT
FECC: 85 1C             STA  ATBDAT
FECE: 85 1B             STA  ATADAT
FED0: 85 1C             STA  ATBDAT
FED2: 85 1D             STA  ATENMA                 ;MIS OFF.
FED4: 85 0E             STA  ATFR1
FED6: 85 0F             STA  ATFR2
                                                    ;
FED8: A9 0E             LDA  #WHITE
FEDA: 85 06             STA  ATACOL
                                                    ;
                  ********************************
                  * SWITCH BANKS FOR BOTVI->       *
                  ********************************
FEDC: 4C 07 F0          JMP
```

Do Some BOTVI IN THIS BANK

```
FEDC: 4C 07 F0 >310          JMP  DVISW
               >311                      ;
```

```
                          OBJ  BEGOBJ+$F10
                          ORG  BEGORG+$F10
                          PUT  ROC.POS     RTNS
              */ ROC.POS RTNS  LASTED:12.11.83
                                          ;
              ******************************
              *  POSITIONING  LINES -->    *
              ******************************
              LAT1
FF10: 85 10               STA  ATSALA
FF12: A5 EF               LDA  BAND       ;NOP
FF14: B1 E1               LDA  (FM),Y
              LAT15
FF16: 8D 1F 00            STAH ATENFM
FF19: A4 EF               LDY  BAND
FF1B: B9 C6 00            LDA  ADATHI,Y
FF1E: 85 D0               STA  ADAT+1
FF20: B9 CB 00            LDA  ADATLO,Y
FF23: 85 CF               STA  ADAT
FF25: B9 BC 00            LDA  SAIN,Y
FF28: 85 20               STA  ATSAIN
FF2A: A0 1A               LDY  #26
FF2C: B1 D5               LDA  (BDAT),Y
FF2E: 4C A6 FD            JMP  FLD2       ;CY 76
                                          ;
              LAT2
FF31: B1 E1               LDA  (FM),Y
FF33: 85 10               STA  ATSALA
FF35: 4C 16 FF            JMP  LAT15
                                          ;
              LAT3
FF38: B1 E1               LDA  (FM),Y
FF3A: 85 1F               STA  ATENFM
FF3C: EA                  NOP
FF3D: 85 10               STA  ATSALA
FF3F: AC EF 00            LDYH BAND
FF42: B9 C6 00            LDA  ADATHI,Y
              LAT35
FF45: 8D D0 00            STAH ADAT+1
FF48: B9 CB 00            LDA  ADATLO,Y
FF4B: 85 CF               STA  ADAT
FF4D: B9 BC 00            LDA  SAIN,Y
              LAT36
FF50: 85 20               STA  ATSAIN
              LAT37
FF52: A0 1A               LDY  #26
              LAT38
FF54: B1 D5               LDA  (BDAT),Y
FF56: 4C A6 FD            JMP  FLD2       ;CY 76
                                          ;
              LAT4
FF59: B1 E1               LDA  (FM),Y
FF5B: 85 1F               STA  ATENFM
FF5D: A4 EF               LDY  BAND
FF5F: B9 C6 00            LDA  ADATHI,Y
FF62: 85 10               STA  ATSALA
FF64: 4C 45 FF            JMP  LAT35
                                          ;
              LAT5
FF67: B1 E1               LDA  (FM),Y
FF69: 85 1F               STA  ATENFM
FF6B: A4 EF               LDY  BAND
FF6D: B9 C6 00            LDA  ADATHI,Y
FF70: 85 D0               STA  ADAT+1
FF72: EA                  NOP
```

```
FF73: 85 10                STA  ATSALA
FF75: B9 CB 00             LDA  ADATLO,Y
FF78: 85 CF                STA  ADAT
FF7A: B9 BC 00             LDA  SAIN,Y
FF7D: 85 20                STA  ATSAIN
FF7F: A0 1A                LDY  #26
FF81: EA                   NOP
FF82: B1 D5                LDA  (BDAT),Y
FF84: 4C A6 FD             JMP  FLD2        ;CY 76.
                                            ;
                 LAT6
FF87: B1 E1                LDA  (FM),Y
FF89: 85 1F                STA  ATENFM
FF8B: A4 EF                LDY  BAND
FF8D: B9 C6 00             LDA  ADATHI,Y
FF90: 85 D0                STA  ADAT+1
FF92: B9 CB 00             LDA  ADATLO,Y
FF95: 85 CF                STA  ADAT
FF97: 85 10                STA  ATSALA
FF99: B9 BC 00             LDA  SAIN,Y
FF9C: 8D 20 00             STAH ATSAIN
FF9F: 4C 52 FF             JMP  LAT37
                                            ;
                 LAT7
FFA2: B1 E1                LDA  (FM),Y
FFA4: 85 1F                STA  ATENFM
FFA6: A4 EF                LDY  BAND
FFA8: B9 C6 00             LDA  ADATHI,Y
FFAB: 85 D0                STA  ADAT+1
FFAD: B9 CB 00             LDA  ADATLO,Y
FFB0: 8D CF 00             STAH ADAT
FFB3: B9 BC 00             LDA  SAIN,Y
FFB6: 85 10                STA  ATSALA
FFB8: 4C 50 FF             JMP  LAT36
                                            ;
                 LAT8
FFBB: B1 E1                LDA  (FM),Y
FFBD: 85 1F                STA  ATENFM
FFBF: A4 EF                LDY  BAND
FFC1: B9 C6 00             LDA  ADATHI,Y
FFC4: 85 D0                STA  ADAT+1
FFC6: B9 CB 00             LDA  ADATLO,Y
FFC9: 8D CF 00             STAH ADAT
FFCC: B9 BC 00             LDA  SAIN,Y
FFCF: 85 20                STA  ATSAIN
FFD1: A0 1A                LDY  #26
FFD3: 85 10                STA  ATSALA
FFD5: 4C 54 FF             JMP  LAT38
```

```
                 ********************************
                 *  SPRITE/MISSILE POSITIONING  *
                 ********************************
                 POS
FFD8: 85 02                    STA  ATWAIT
FFDA: 95 20                    STA  ATSAIN,X    ;FINE INCR.
FFDC: 29 0F                    AND  #$0F
FFDE: A8                       TAY
FFDF: A5 85                    LDA  FRAMEL
FFE1: A5 85                    LDA  FRAMEL
FFE3: A5 85                    LDA  FRAMEL
FFE5: EA                       NOP
FFE6: 88         POS10         DEY
FFE7: 10 FD                    BPL  POS10
                                                ;CY 21.
FFE9: 95 10                    STA  ATSALA,X    ;LATCH SPRITE.
FFEB: 85 02                    STA  ATWAIT
FFED: 85 2A                    STA  ATMVIN
FFEF: 60                       RTS
```

```
                    ****************************
                    *       RESET   VECTOR     *
                    ****************************
                                OBJ  BEGOBJ+$FFC
                                ORG  BEGORG+$FFC
FFFC: 0E F0                     DA   INITSW
                    END
```

--End assembly--

2 bytes

Errors: 0

Symbol table - alphabetical order:

```
   ACOL     =$C1        ACONT    =$FE5C       ADAT     =$CF         ADATHI   =$C6
   ADATLO   =$CB     ?  ADUR     =$92      ?  AIDX     =$90         AOFF     =$FE2C
   AORD     =$BC        ATACOL   =$06         ATACTL   =$04         ATADAT   =$1B
?  ATADIV   =$17        ATAORD   =$0B         ATASEL   =$25      ?  ATAVOL   =$19
?  ATAWAV   =$15        ATBCOL   =$07         ATBCTL   =$05         ATBDAT   =$1C
?  ATBDIV   =$18     ?  ATBLNK   =$01         ATBORD   =$0C         ATBSEL   =$26
?  ATBVOL   =$1A     ?  ATBWAV   =$16      ?  ATCFF    =$36      ?  ATCMAF   =$34
?  ATCMAS   =$30     ?  ATCMBF   =$35      ?  ATCMBS   =$31      ?  ATCMS    =$37
?  ATCSAF   =$32     ?  ATCSBF   =$33         ATENFM   =$1F         ATENMA   =$1D
   ATENMB   =$1E        ATFCOL   =$08      ?  ATFCTL   =$0A      ?  ATFMIN   =$24
?  ATFMLA   =$14     ?  ATFR0    =$0D         ATFR1    =$0E         ATFR2    =$0F
?  ATFSEL   =$27     ?  ATHORC   =$03      ?  ATJBA    =$3C      ?  ATJBB    =$3D
?  ATMAIN   =$22     ?  ATMALA   =$12      ?  ATMATK   =$28         ATMBIN   =$23
?  ATMBLA   =$13     ?  ATMBTK   =$29         ATMVIN   =$2A      ?  ATPADA   =$38
?  ATPADB   =$39     ?  ATPADC   =$3A      ?  ATPADD   =$3B         ATREMV   =$2B
?  ATRHIT   =$2C        ATSAIN   =$20         ATSALA   =$10      ?  ATSBIN   =$21
   ATSBLA   =$11        ATSCOL   =$09      ?  ATSYNC   =$00         ATWAIT   =$02
   BAND     =$EF        BCOL     =$DB         BCOLLO   =$D7         BDAT     =$D5
   BDATLO   =$D1     ?  BDUR     =$93         BEGOBJ   =$8004       BEGORG   =$F000
?  BIDX     =$91     ?  BIRDPOS  =$B8      ?  BLACK    =$00         BLU1     =$92
   BLU2     =$96        BLU3     =$9A         BLU4     =$9C      ?  BLUE     =$9A
?  BONUSH   =$8F     ?  BONUSL   =$8E      ?  BOTTIM   =$94         BOTVI    =$E024
?  BROWN    =$F6     ?  BTIME    =$87         BVISW    =$F007    ?  CAVE1    =$F800
?  CAVE2    =$F800   ?  CAVE3    =$F81B    ?  CAVE4    =$F836    ?  CAVE5    =$F851
?  CAVE6    =$F86C   ?  CAVE7    =$F851    ?  CAVE8    =$F887    ?  CAVE9    =$F8A2
?  CAVEX    =$F8BD      DATA     =$FDD7    ?  DINDAT   =$A2      ?  DINDIR   =$A7
?  DINLN    =$98     ?  DINO1    =$F700    ?  DINO2    =$F71B    ?  DINO3    =$F736
?  DINO4    =$F751   ?  DINO5    =$F76C    ?  DINO6    =$F787    ?  DINO7    =$F76C
?  DINO8    =$F7A2   ?  DINO9    =$F7BE    ?  DINOST   =$A7      ?  DINOX    =$F7D9
?  DINPOS   =$9D     ?  EGG1     =$F6D4    ?  EGGPOS   =$B1      ?  ELEV1    =$F6AA
?  ELEV2    =$F6AC   ?  ELEV3    =$F6AE    ?  ELEV4    =$F6B0    ?  ELEV5    =$F6B2
?  ELEV6    =$F6B4   ?  ELEV7    =$F6B6    ?  ELEV8    =$F6B8    ?  ELEVDAT  =$B4
?  ELEVST   =$B3        END      =$FFFE       ENDROC   =$FD56       ENTER    =$FE30
   EXP1     =$F900   ?  EXP2     =$F91B    ?  EXP3     =$F936    ?  EXP4     =$F969
?  EXP5     =$F9D6   ?  EXPCOL   =$F61C    ?  EXPDAT   =$96      ?  EXPLN    =$94
?  EXPLOR   =$F900   ?  EXPPOS   =$95         EXPSTAT  =$97         FCOL     =$FC00
   FIN4     =$FEAF      FINIT    =$FE9F       FINUP    =$FE59    ?  FLD1     =$FE02
   FLD2     =$FDA6      FLDIDX   =$FADE    ?  FLIGHT   =$F99E       FM       =$E1
   FMLO     =$DD        FR1      =$FA00       FR2      =$FB00    ?  FRAMEH   =$86
   FRAMEL   =$85     ?  GAME     =$80      ?  GOVER    =$03      ?  GREEN    =$D4
   GRN1     =$D4        GRN2     =$D6         GRN3     =$D8         INITSW   =$F00E
?  INTFLG   =$0285   ?  IOADIR   =$0281    ?  IOBDIR   =$0283    ?  JOYADN   =$20
?  JOYALT   =$40     ?  JOYART   =$80      ?  JOYAUP   =$10      ?  JOYBDN   =$02
?  JOYBLT   =$04     ?  JOYBRT   =$08      ?  JOYBUP   =$01      ?  JOYDAT   =$0280
?  LAT1     =$FF10      LAT15    =$FF16    ?  LAT2     =$FF31    ?  LAT3     =$FF38
   LAT35    =$FF45      LAT36    =$FF50       LAT37    =$FF52       LAT38    =$FF54
?  LAT4     =$FF58   ?  LAT5     =$FF67    ?  LAT6     =$FF87    ?  LAT7     =[illegible]
```

```
 ?  LATB      =$FFBB     ?  LBLUE     =$94       ?  LBROWN    =$18          MA        =$E7
    MALO      =$E3          MB        =$ED          MBLO      =$E9       ?  MISC      =$F600
 ?  MODE      =$81          NONU      =$FE1A     ?  NONU2     =$FE1D     ?  NULLM     =$F6DC
 ?  NULLX     =$F97A     ?  ORANGE    =$28       ?  PADAPB    =$04       ?  PADBPB    =$08
 ?  PADCPB    =$40       ?  PADDPB    =$80          PAINT     =$FD00     ?  PD1       =$FC
 ?  PD10      =$FA       ?  PD100     =$F8       ?  PD100K    =$F2       ?  PD10K     =$F4
 ?  PD1K      =$F6       ?  PLAY      =$01       ?  PLAYER    =$80          POS       =$FFD6
    POS10     =$FFE6     ?  PURPLE    =$68       ?  PWRTIM    =$B2          RED       =$26
 ?  REDTBL    =$F649     ?  RESUM     =$05          ROC       =$F012        ROC2      =$FD49
    ROCCTL    =$F022     ?  ROCKLN    =$BA       ?  ROCKPOS   =$BB          ROCKY     =$FD28
 ?  ROPE1     =$F66D     ?  ROPE2     =$F665     ?  ROPELN    =$B5       ?  ROPEST    =$B7
 ?  ROPPOS    =$B6          ROUND1    =$82       ?  S1COL     =$FC00     ?  S2COL     =$FC4A
 ?  S3COL     =$FC94        SAIN      =$BC       ?  SAPOS0    =$FE       ?  SAPOS1    =$FC
 ?  SAPOS2    =$FA       ?  SAPOS3    =$F8       ?  SAPOS4    =$F6       ?  SCOR1H    =$8C
 ?  SCOR1L    =$88       ?  SCOR1M    =$8A       ?  SCR1F1    =$FA4A     ?  SCR1F2    =$FB00
 ?  SCR2F1    =$FA94     ?  SCR2F2    =$FB4A     ?  SCR3F1    =$FADE     ?  SCR3F2    =$FB94
 ?  SELECT    =$04       ?  SWIADF    =$40       ?  SWIBDF    =$80       ?  SWICOL    =$08
 ?  SWIRES    =$01       ?  SWISEL    =$02       ?  SWITCH    =$0282        TAIL1     =$F032
    TAIL2     =$F033        TAILCOL1=$F043          TAILCOL2=$F046       ?  TAN       =$FC
    TAN1      =$F6          TAN2      =$18          TAN3      =$FC       ?  TEMP1     =$EF
 ?  TEMP11    =$E8       ?  TEMP12    =$E9       ?  TEMP13    =$EA       ?  TEMP2     =$F0
 ?  TEMP3     =$F1       ?  TEMP4     =$F4       ?  TEMP5     =$F5       ?  TEMP6     =$F6
 ?  TEMP7     =$F7       ?  TEMP8     =$F8       ?  TERIST    =$B9       ?  TIME1     =$0294
 ?  TIME1K    =$0297     ?  TIME64    =$0296     ?  TIME8     =$0295     ?  TIMER     =$0284
 ?  TITLEM    =$02       ?  TOGO      =$84       ?  TOPTIM    =$A8          WAT5      =$FD18
    WHITE     =$0E       ?  WHITETB   =$F600     ?  YELLOW    =$1A       ?  YELOTB    =$F62D


Symbol table - numerical order:

 ?  ATSYNC    =$00       ?  BLACK     =$00       ?  ATBLNK    =$01       ?  JOYBUP    =$01
 ?  SWIRES    =$01       ?  PLAY      =$01          ATWAIT    =$02       ?  JOYBDN    =$02
 ?  SWISEL    =$02       ?  TITLEM    =$02       ?  ATHORC    =$03       ?  GOVER     =$03
    ATACTL    =$04       ?  JOYBLT    =$04       ?  PADAPB    =$04       ?  SELECT    =$04
    ATBCTL    =$05       ?  RESUM     =$05          ATACOL    =$06          ATBCOL    =$07
    ATFCOL    =$08       ?  JOYBRT    =$08       ?  PADBPB    =$08       ?  SWICOL    =$08
    ATSCOL    =$09       ?  ATFCTL    =$0A          ATAORD    =$0B          ATBORD    =$0C
 ?  ATFR0     =$0D          ATFR1     =$0E          WHITE     =$0E          ATFR2     =$0F
    ATSALA    =$10       ?  JOYAUP    =$10          ATSBLA    =$11       ?  ATMALA    =$12
 ?  ATMBLA    =$13       ?  ATFMLA    =$14       ?  ATAWAV    =$15       ?  ATBWAV    =$16
 ?  ATADIV    =$17       ?  ATBDIV    =$18       ?  LBROWN    =$18          TAN2      =$18
 ?  ATAVOL    =$19       ?  ATBVOL    =$1A       ?  YELLOW    =$1A          ATADAT    =$1B
    ATBDAT    =$1C          ATENMA    =$1D          ATENMB    =$1E          ATENFM    =$1F
    ATSAIN    =$20       ?  JOYADN    =$20       ?  ATSBIN    =$21       ?  ATMAIN    =$22
    ATMBIN    =$23       ?  ATFMIN    =$24          ATASEL    =$25          ATBSEL    =$26
    RED       =$26       ?  ATFSEL    =$27       ?  ATMATK    =$28       ?  ORANGE    =$28
 ?  ATMBTK    =$29          ATMVIN    =$2A          ATREMV    =$2B       ?  ATRHIT    =$2C
 ?  ATCMAS    =$30       ?  ATCMBS    =$31       ?  ATCSAF    =$32       ?  ATCSBF    =$33
 ?  ATCMAF    =$34       ?  ATCMBF    =$35       ?  ATCFF     =$36       ?  ATCMS     =$37
 ?  ATPADA    =$38       ?  ATPADB    =$39       ?  ATPADC    =$3A       ?  ATPADD    =$3B
 ?  ATJBA     =$3C       ?  ATJBB     =$3D       ?  JOYALT    =$40       ?  PADCPB    =$40
 ?  SWIADF    =$40       ?  PURPLE    =$68       ?  JOYART    =$80       ?  PADDPB    =$80
 ?  SWIBDF    =$80       ?  GAME      =$80       ?  PLAYER    =$80       ?  MODE      =$81
    ROUND1    =$82       ?  TOGO      =$84          FRAMEL    =$85       ?  FRAMEH    =$86
 ?  BTIME     =$87       ?  SCOR1L    =$88       ?  SCOR1M    =$8A       ?  SCOR1H    =$8C
 ?  BONUSL    =$8E       ?  BONUSH    =$8F       ?  AIDX      =$90       ?  BIDX      =$91
 ?  ADUR      =$92          BLU1      =$92       ?  BDUR      =$93       ?  EXPLN     =$94
 ?  BOTTIM    =$94       ?  LBLUE     =$94       ?  EXPPOS    =$95       ?  EXPDAT    =$96
    BLU2      =$96          EXPSTAT   =$97       ?  DINLN     =$98       ?  BLUE      =$9A
    BLU3      =$9A          BLU4      =$9C       ?  DINPOS    =$9D       ?  DINDAT    =$A2
 ?  DINOST    =$A7       ?  DINDIR    =$A7       ?  TOPTIM    =$A8       ?  EGGPOS    =$B1
 ?  PWRTIM    =$B2       ?  ELEVST    =$B3       ?  ELEVDAT   =$B4       ?  ROPELN    =$B5
 ?  ROPPOS    =$B6       ?  ROPEST    =$B7       ?  BIRDPOS   =$B8       ?  TERIST    =$B9
 ?  ROCKLN    =$BA       ?  ROCKPOS   =$BB          AORD      =$BC          SAIN      =$BC
    ACOL      =$C1          ADATHI    =$C6          ADATLO    =$CB          ADAT      =$CF
```

	ACOL	=$C1		ADATHI	=$C8		ADATLO	=$CB		ADAT	=$CF
	BDATLO	=$D1	?	GREEN	=$D4		GRN1	=$D4		BDAT[illegible]	=$D5
	GRN2	=$D6		BCOLLO	=$D7		GRN3	=$D8		BCOL	=$D[illegible]
	FMLO	=$DD		FM	=$E1		MALO	=$E3		MA	=$E7
?	TEMP11	=$E8		MBLO	=$E9	?	TEMP12	=$E9	?	TEMP13	=$EA
	MB	=$ED		BAND	=$EF	?	TEMP1	=$EF	?	TEMP2	=$F0
?	TEMP3	=$F1	?	PD100K	=$F2	?	TEMP4	=$F4	?	PD10K	=$F4
?	TEMP5	=$F5	?	SAPOS4	=$F6	?	TEMP6	=$F6	?	PD1K	=$F6
?	BROWN	=$F6		TAN1	=$F6	?	TEMP7	=$F7	?	SAPOS3	=$F8
?	TEMP8	=$F8	?	PD100	=$F8	?	SAPOS2	=$FA	?	PD10	=$FA
?	SAPOS1	=$FC	?	PD1	=$FC	?	TAN	=$FC		TAN3	=$FC
?	SAPOS0	=$FE	?	JOYDAT	=$0280	?	IOADIR	=$0281	?	SWITCH	=$0282
?	IOBDIR	=$0283	?	TIMER	=$0284	?	INTFLG	=$0285	?	TIME1	=$0294
?	TIME8	=$0295	?	TIME64	=$0296	?	TIME1K	=$0297		BEGOBJ	=$8004
	BOTVI	=$E024		BEGORG	=$F000		BVISW	=$F007		INITSW	=$F00E
	ROC	=$F012		ROCCTL	=$F022		TAIL1	=$F032		TAIL2	=$F033
	TAILCOL1	=$F043		TAILCOL2	=$F046	?	MISC	=$F600	?	WHITETB	=$F600
?	EXPCOL	=$F61C	?	YELOTB	=$F62D	?	REDTBL	=$F649	?	ROPE2	=$F665
?	ROPE1	=$F66D	?	ELEV1	=$F6AA	?	ELEV2	=$F6AC	?	ELEV3	=$F6AE
?	ELEV4	=$F6B0	?	ELEV5	=$F6B2	?	ELEV6	=$F6B4	?	ELEV7	=$F6B6
?	ELEV8	=$F6B8	?	EGG1	=$F6D4	?	NULLM	=$F6DC	?	DINO1	=$F700
?	DINO2	=$F71B	?	DINO3	=$F736	?	DINO4	=$F751	?	DINO5	=$F76C
?	DINO7	=$F76C	?	DINO6	=$F787	?	DINO8	=$F7A2	?	DINO9	=$F7BE
?	DINOX	=$F7D9	?	CAVE1	=$F800	?	CAVE2	=$F800	?	CAVE3	=$F81B
?	CAVE4	=$F836	?	CAVE5	=$F851	?	CAVE7	=$F851	?	CAVE6	=$F86C
?	CAVE8	=$F887	?	CAVE9	=$F8A2	?	CAVEX	=$F8BD	?	EXPLOR	=$F900
	EXP1	=$F900	?	EXP2	=$F91B	?	EXP3	=$F936	?	EXP4	=$F969
?	NULLX	=$F97A	?	FLIGHT	=$F99E	?	EXP5	=$F9D6		FR1	=$FA00
?	SCR1F1	=$FA4A	?	SCR2F1	=$FA94	?	SCR3F1	=$FADE		FLDIDX	=$FADE
	FR2	=$FB00	?	SCR1F2	=$FB00	?	SCR2F2	=$FB4A	?	SCR3F2	=$FB94
	FCOL	=$FC00	?	S1COL	=$FC00	?	S2COL	=$FC4A	?	S3COL	=$FC94
	PAINT	=$FD00		WAT5	=$FD18		ROCKY	=$FD28		ROC2	=$FD49
	ENDROC	=$FD56		FLD2	=$FDA6		DATA	=$FDD7	?	FLD1	=$FE02
	NONU	=$FE1A	?	NONU2	=$FE1D		AOFF	=$FE2C		ENTER	=$FE30
	FINUP	=$FE59		ACONT	=$FE5C		FINIT	=$FE9F		FIN4	=$FEAF
?	LAT1	=$FF10		LAT15	=$FF16	?	LAT2	=$FF31	?	LAT3	=$FF38
	LAT35	=$FF45		LAT36	=$FF50		LAT37	=$FF52		LAT38	=$FF54
?	LAT4	=$FF59	?	LAT5	=$FF67	?	LAT6	=$FF87	?	LAT7	=$FFA2
?	LAT8	=$FFB8		POS	=$FFD8		POS10	=$FFE6		END	=$FFFE